Nintendo

GAME BOY®

Super GAME BOY GAME PAK

DMG-AW2E-USA-1

WARIOLAND II™

INSTRUCTION BOOKLET

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Thank you for selecting the Wario Land II™ Game Pak for the Nintendo® Game Boy® system.
Please read this instruction booklet thoroughly to ensure maximum enjoyment of your new game.
Save this booklet for future reference.

KIDS TO ADULTS
TM
K-A
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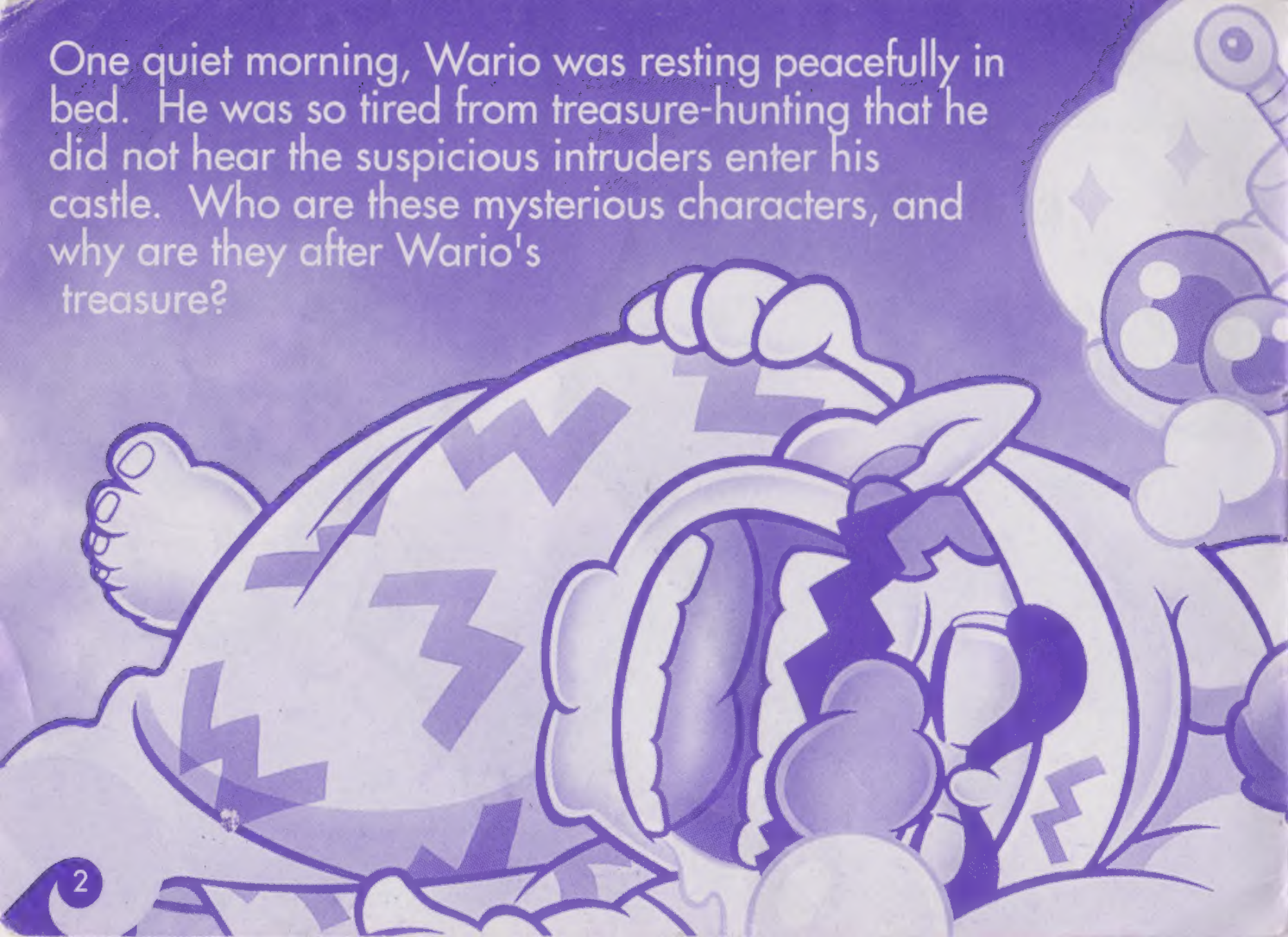
One quiet morning, Wario was resting peacefully in bed. He was so tired from treasure-hunting that he did not hear the suspicious intruders enter his castle. Who are these mysterious characters, and why are they after Wario's treasure?



"Aaargh! I can't believe that Captain Syrup and the Black Sugar Gang have stolen my treasures! I am one angry Wario! I'm going to get my treasures back if it's the last thing I do!

"Wario Land 2 is much better than any of my previous games. Why, you ask? Because in this game, I am immortal! There is no Game Over! With multiple endings, you can play my game MANY times. Isn't that great?!"

CONTROLLER INFO

	+ Control Pad
LEFT/RIGHT	• Walk
UP	• Enter door
DOWN	• Sit
	• Press ▼ as you jump to get to difficult spots
	• Press ▼ while jumping to smash enemies, break rocks or change an enemy's direction
	• Roll on hill
+ CONTROL PAD	• Use + Control Pad to swim
	• Use + Control Pad to move cursor on sub-screens

SELECT • Access save screen

A Button

- Jump
- You can jump to destroy blocks or stomp on enemies (some enemies can't be defeated).
- Press ▲ while jumping to jump higher.
- Swim upwards.
- Confirm commands on sub screen.

B Button

- Attack while pressing ◀ ▶ on the + Control Pad.
- Throw enemies or objects.
- Swim fast.
- Cancel commands on subscreen.

START • Pause

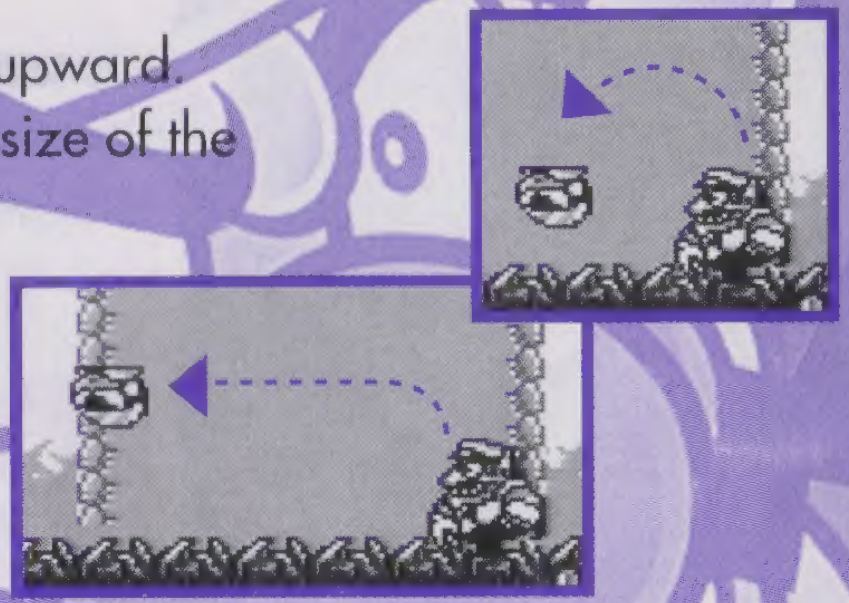
TRICKS OF THE TRADE

Hold and Throw

"I stun enemies when I jump on them. If I touch them while they're stunned, I will automatically pick them up. There are two ways I can throw them:

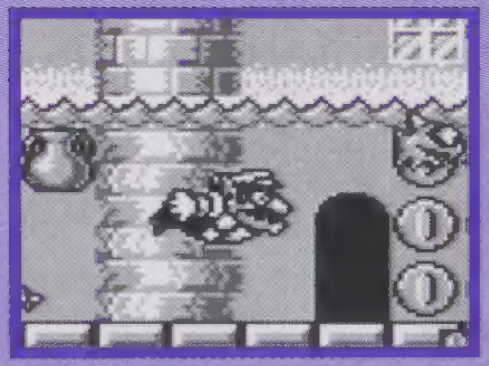
1. Press the B Button quickly for a weak throw.
2. Hold the B Button and release it to throw farther.

- Press ▲ on the + Control Pad to throw upward. The distance will vary depending on the size of the enemy.
- Master the art of throwing to defeat enemies from a distance.
- Certain blocks will be destroyed if I throw something at them.
- I can also defeat enemies by throwing them against a wall.



Swim

"I am an excellent swimmer! To make me jump out of the water, press the A Button when I am near the surface."

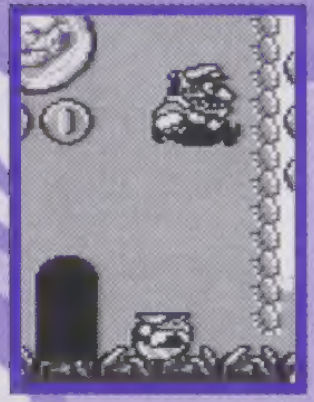


Roll

"If I sit on a hill, I'll start sliding. Press ▼ to make me roll. While rolling, I can destroy blocks, defeat enemies or jump. If I hit a wall, I'll stop. Ouch!"

Flying

"Owls can help me fly! Press the desired direction on the + Control Pad once to make the owl move. To make me fly REALLY fast, keep pressing the + Control Pad."

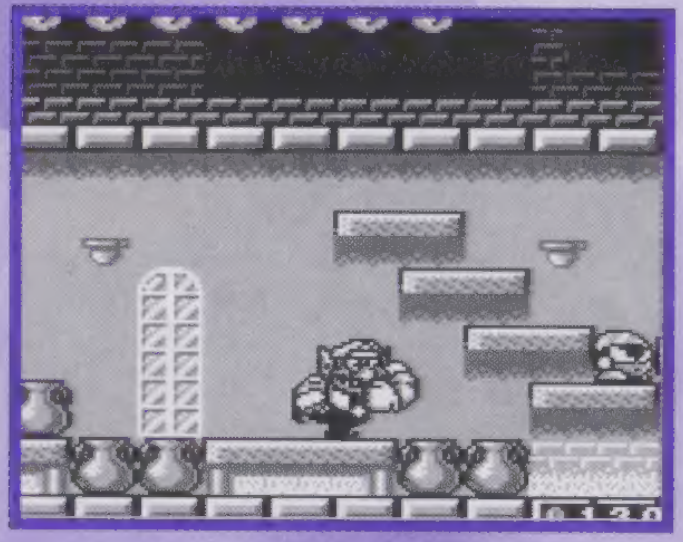


Step Jump

"Press the A Button as I jump on an enemy to make me jump higher! Use all the tricks available to help me get those rotten pirates!"

STARTING THE GAME

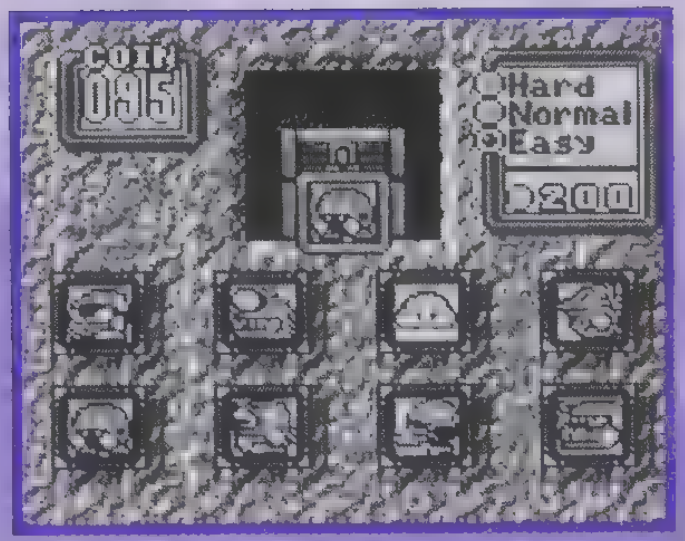
Correctly insert the Wario Land II Game Pak into your Nintendo Game Boy system and move the POWER switch to the ON position. When the Title screen appears, press the A Button to begin the game.



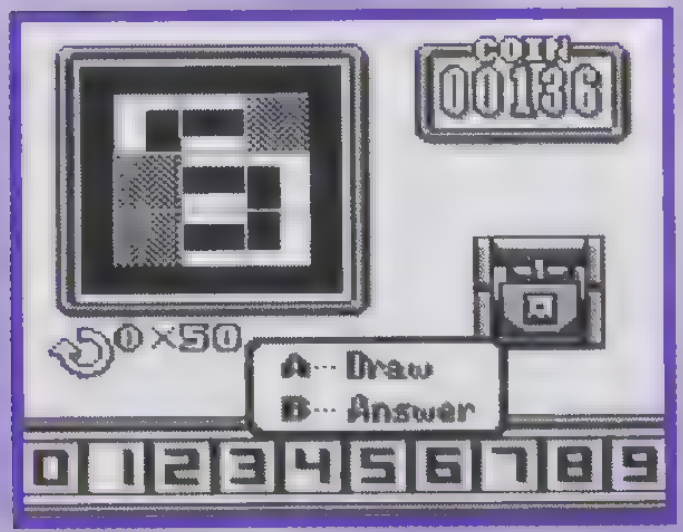
MINI-GAMES

Matching Game

Certain rooms in each level have the matching game. Match the panel that appears at the top to one of the eight panels on the screen. If the pictures match, you receive a treasure.



Number-matching Game



This game appears at the end of every level. You need at least 50 coins to play. Every panel you turn over costs you another 50 coins. If you guess the right number, you'll win a prize!

If you're playing the mini-games for the first time, make sure to read the instructions on the screen!

SAVING THE GAME

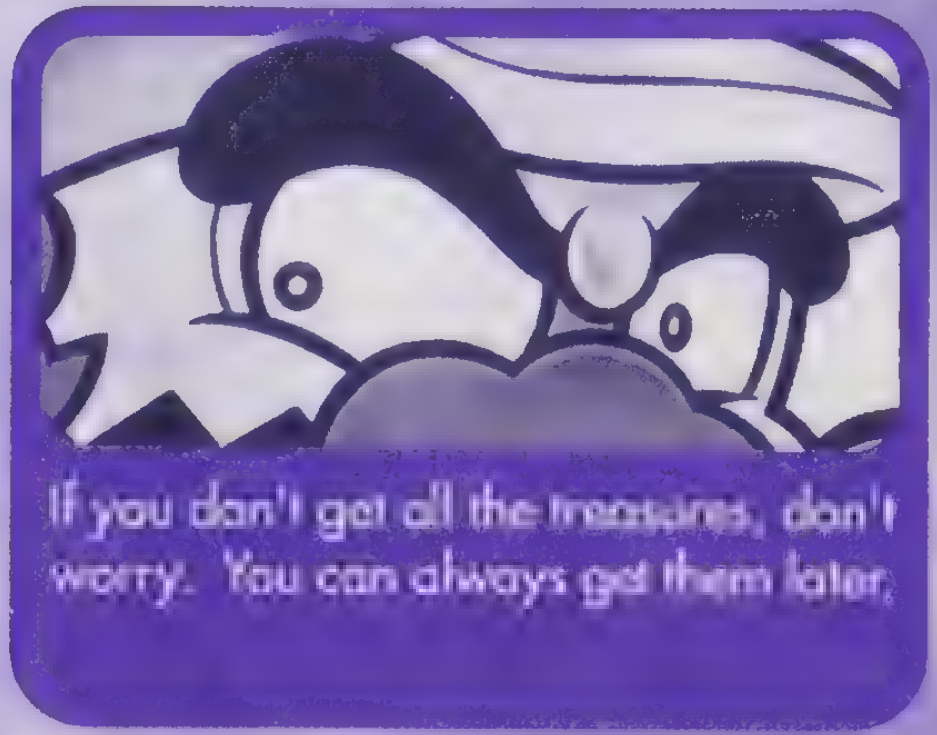
There are two ways to save: Auto and Interrupt.

- Auto Save saves the game at the end of every stage (after you've played the Number-matching game).
- Interrupt Save lets you save in the middle of a stage. Press SELECT during the game, select "Save," then press the A Button.

In some areas, you may not be able to save.

Keep the power ON while saving or you could lose everything!

To erase saved data, select "CLEAR DATA" on the Title screen, then press the A Button.

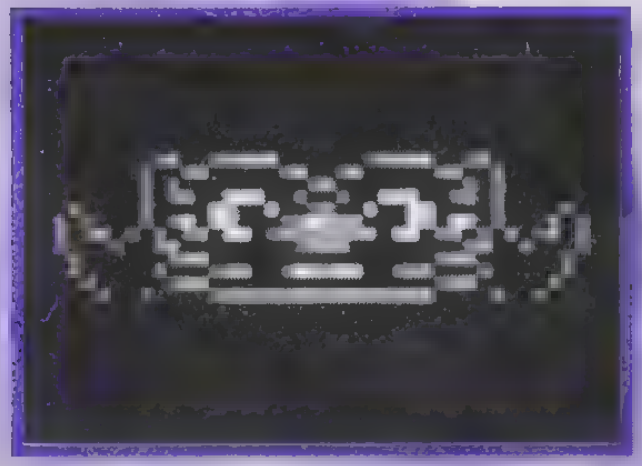


WARIO'S CONDITIONS

"No matter how much damage I take, I am immortal! Ha ha! But I am not invincible. Some enemy attacks affect me in different ways."

Flat Wario

"Certain enemies can flatten me. I can't jump when I'm flat, but I can float! You'll have to find a way to get me back to my normal, beautiful self!"



Fat Wario

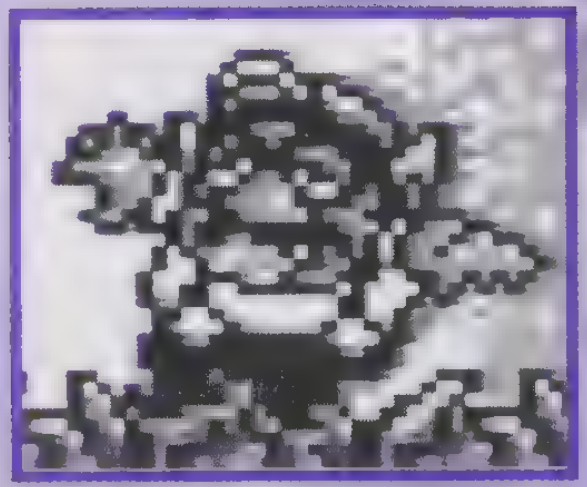
"Too many cakes makes for one fat Wario! When I'm fat, I move more slowly, but I can defeat enemies and destroy blocks that I normally couldn't."

Hot Wario

"Getting hit with fire really burns me up! I turn into a hot fireball. While I'm running around on fire, I can destroy certain blocks."

Crazy Wario

"Watch out for these penguin-looking guys who throw balls at me. If I get hit, I act really strange."



Zombie Wario

"Being turned into a zombie is no fun, but as Zombie Wario, I can do things normal zombies can't; like falling through floors. To change me back to my wonderful self, head toward the light."

Puffy Wario

"If I get stung, my fabulous face becomes all swollen and puffy! With a face like this, nobody will like me! Can you help me return my face to normal?"

Tiny Wario

"If a spell is cast on me, I become tiny. I can't do anything when I'm tiny except run away."

Bouncy Wario

"I don't look very good as a spring, but I sure can jump high."

"Other things will also happen to me. Just keep playing and remember my motto, 'Coins are good'. Good luck!"

ENEMIES

"These are just some of the enemies who are always causing problems for me, but they are no match for the almighty Wario! Let them know how powerful I am!"

Punch

"He's small, but he packs a mighty wallop!"

Cook

"This cake-chucking meanie isn't stingy with food!"

Grunt

"This guy's tough, and that iron ball doesn't look too friendly, but he's no genius like me though!

Hen

"My beloved pet! She wouldn't harm a flea so be nice to her!"

NOTES :

NOTES :

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